

JAVA.IO.DATAINPUTSTREAM CLASS

http://www.tutorialspoint.com/java/io/java_io_datainputstream.htm

Copyright © tutorialspoint.com

Introduction

The **java.util.DataInputStream** class lets an application read primitive Java data types from an underlying input stream in a machine-independent way. Following are the important points about DataInputStream:

- An application uses a data output stream to write data that can later be read by a data input stream.
- DataInputStream is not necessarily safe for multithreaded access. Thread safety is optional and is the responsibility of users of methods in this class.

Class declaration

Following is the declaration for **java.util.DataInputStream** class:

```
public class DataInputStream
    extends FilterInputStream
    implements DataInput
```

Field

Following are the fields for **java.util.DataInputStream** class:

- **protected InputStream in** -- This is the input stream to be filtered.

Class constructors

S.N.	Constructor & Description
1	DataInputStream(InputStream in) This creates a DataInputStream that uses the specified underlying InputStream.

Class methods

S.N.	Method & Description
1	<u>int read(byte[] b)</u> This method reads some number of bytes from the contained input stream and stores them into the buffer array <i>b</i>
2	<u>int read(byte[] b, int off, int len)</u> This method reads up to <i>len</i> bytes of data from the contained input stream into an array of bytes.
3	<u>boolean readBoolean()</u> This method reads one input byte and returns true if that byte is nonzero, false if that byte is zero.
4	<u>byte readByte()</u> This method reads and returns one input byte.

5	<u>char readChar()</u> This method reads two input bytes and returns a char value.
6	<u>double readDouble()</u> This method reads eight input bytes and returns a double value.
7	<u>float readFloat()</u> This method reads four input bytes and returns a float value.
8	<u>void readFully(byte[] b)</u> This method reads some bytes from an input stream and stores them into the buffer array <i>b</i> .
9	<u>void readFully(byte[] b, int off, int len)</u> This method reads <i>len</i> bytes from an input stream.
10	<u>int readInt()</u> This method reads four input bytes and returns an int value.
11	<u>long readLong()</u> This method reads eight input bytes and returns a long value.
12	<u>short readShort()</u> This method reads two input bytes and returns a short value.
13	<u>int readUnsignedByte()</u> This method reads one input byte, zero-extends it to type int, and returns the result, which is therefore in the range 0 through 255.
14	<u>int readUnsignedShort()</u> This method reads two input bytes and returns an int value in the range 0 through 65535.
15	<u>String readUTF()</u> This method reads in a string that has been encoded using a modified UTF-8 format.
16	<u>static String readUTF(DataInput in)</u> This method reads from the stream in a representation of a Unicode character string encoded in modified UTF-8 format; this string of characters is then returned as a String.
17	<u>int skipBytes(int n)</u> This method makes an attempt to skip over <i>n</i> bytes of data from the input stream, discarding the skipped bytes.

Methods inherited

This class inherits methods from the following classes:

- java.util.FilterInputStream
- java.util.Object